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- 1** Pareto-optimal formulations for cost versus colorimetric accuracy 94%
 trade-offs in printer color management

D. J. Littlewood , P. A. Drakopoulos , G. Subbarayan
ACM Transactions on Graphics (TOG) April 2002
Volume 21 Issue 2

Color management for the printing of digital images is a challenging task, due primarily to nonlinear ink-mixing behavior and the presence of redundant solutions for print devices with more than three inks. Algorithms for the conversion of image data to printer-specific format are typically designed to achieve a single predetermined rendering intent, such as colorimetric accuracy. In the present paper we present two CIELAB to CMYK color conversion schemes based on a general Pareto-optimal formul ...






- 2** An analysis of selected computer interchange color spaces 94%
 James M. Kasson , Wil Plouffe

ACM Transactions on Graphics (TOG) October 1992
Volume 11 Issue 4

Important standards for device-independent color allow many different color encodings. This freedom obliges users of these standards to choose the color space in which to represent their data. A device-independent interchange color space must exhibit an exact mapping to a colorimetric color representation, ability to

09/15,905 (11/3/2002)


encode all visible colors, compact representation for given accuracy, and low computational cost for transforms to and from device-dependent spaces. The performance of CIE 1931 ...

- 3** A structural view of the Cedar programming environment 87%
 Daniel C. Swinehart , Polle T. Zellweger , Richard J. Beach , Robert B. Hagmann
ACM Transactions on Programming Languages and Systems (TOPLAS)
August 1986
Volume 8 Issue 4
This paper presents an overview of the Cedar programming environment, focusing on its overall structure—that is, the major components of Cedar and the way they are organized. Cedar supports the development of programs written in a single programming language, also called Cedar. Its primary purpose is to increase the productivity of programmers whose activities include experimental programming and the development of prototype software systems for a high-performance personal computer. T ...
- 4** A device independent computer plotting system 87%
 Uday G. Gujar
The papers of the ACM symposium on Graphic languages April 1976
This paper describes a computer plotting system which is completely device independent. The user can switch from one plotting device to another without any programming changes. The interface for adding new plotting devices is formalized and discussed. The addition of a new plotting device is completely transparent to the user; in fact, the old programs may be used to produce plots on the new device without any programming changes whatsoever. The system was designed and implemente ...
- 5** Document Formatting Systems: Survey, Concepts, and Issues 85%
 Richard Furuta , Jeffrey Scofield , Alan Shaw
ACM Computing Surveys (CSUR) September 1982
Volume 14 Issue 3
- 6** Multi-color and artistic dithering 84%
 Victor Ostromoukhov , Roger D. Hersch
Proceedings of the 26th annual conference on Computer graphics and interactive techniques July 1999
- 7** A general purpose graphic system for computer aided design 82%
 Sakae Uno , Hideo Matsuka
Proceedings of the 6th annual conference on Computer graphics and


interactive techniques August 1979

The experimental Advanced Integrated Designer's Activity Support (A-IDAS) system is intended to be a base for a total engineering system rather than a pure graphic system. The system provides a database in which graphic data, geometric data and engineering data are stored in a relational data model. It also provides a graphic management facility which can manipulate not only pictures drawn with lines, but those drawn as areas. Areas are represented by crosshatched lines or colors. In more c ...

8 Interactive Editing Systems: Part I 82%


 Norman Meyrowitz , Andries van Dam
ACM Computing Surveys (CSUR) September 1982
Volume 14 Issue 3

9 Challenges: an application model for pervasive computing 82%

 Guruduth Banavar , James Beck , Eugene Gluzberg , Jonathan Munson ,
Jeremy Sussman , Deborra Zukowski
Proceedings of the sixth annual international conference on Mobile
computing and networking August 2000


The way mobile computing devices and applications are developed, deployed and used today does not meet the expectations of the user community and falls far short of the potential for pervasive computing. This paper challenges the mobile computing community by questioning the roles of devices, applications, and a user's environment. A vision of pervasive computing is described, along with attributes of a new application model that supports this vision, and a set of challenges that must be me ...

10 Comparative analysis of the quantization of color spaces on the 82%

 basis of the CIELAB color-difference formula
B. Hill , Th. Roger , F. W. Vorhagen
ACM Transactions on Graphics (TOG) April 1997
Volume 16 Issue 2

This article discusses the CIELAB color spave within the limits of optimal colors including the complete volume of object colors. A graphical representation of this color space is composed of planes of constant lightness L^* with an net of lines parallel to the a^* and b^* axes. This uniform net is projected onto a number of other color spaces (CIE XYZ, tristimulus RGB, predistorted RGB, and YCC color space) to demonstrate and study the struct ...


11 The structure of Cedar 80%

-  Daniel C. Swinehart , Polle T. Zellweger , Robert B. Hagmann
ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 85
symposium on Language issues in programming environments June
1985

Volume 20 Issue 7

This paper presents an overview of the Cedar programming environment, focusing primarily on its overall structure: the major components of Cedar and the way they are organized. Cedar supports the development of programs written in a single programming language, also called Cedar. We will emphasize the extent to which the Cedar language, with runtime support, has influenced the organization, comprehensibility, and stability of Cedar. Produced in the Computer Science Laboratory (CS ...


- 12** Color gamut mapping and the printing of digital color images 80%

-  Maureen C. Stone , William B. Cowan , John C. Beatty
ACM Transactions on Graphics (TOG) October 1988

Volume 7 Issue 4

Principles and techniques useful for calibrated color reproduction are defined. These results are derived from a project to take digital images designed on a variety of different color monitors and accurately reproduce them in a journal using digital offset printing. Most of the images printed were reproduced without access to the image as viewed in its original form; the color specification was derived entirely from calorimetric specification. The techniques described here are not specific ...


- 13** The evolution of the DECsystem 10 80%

-  C. G. Bell , A. Kotok , T. N. Hastings , R. Hill
Communications of the ACM January 1978

Volume 21 Issue 1

The DECsystem 10, also known as the PDP-10, evolved from the PDP-6 (circa 1963) over five generations of implementations to presently include systems covering a price range of five to one. The origin and evolution of the hardware, operating system, and languages are described in terms of technological change, user requirements, and user developments. The PDP-10's contributions to computing technology include: accelerating the transition from batch oriented to time sharing computing systems; ...


- 14** A system for compiling fonts 80%

-  John E. Howland
ACM SIGAPL APL Quote Quad , Proceedings of the international
conference on APL: APL in transition January 1987


Volume 17 Issue 4

An interactive system for specifying fonts using an object oriented approach, based on cubic splines, is given. An interactive Bezier curve editor is described as well as systems for compiling bit image fonts from their geometric descriptions and a system for compiling PostScript programs which can be used to render fonts on a PostScript printer or typesetter.

15 Reproducing color images using custom inks 80%

 Eric J. Stollnitz , Victor Ostromoukhov , David H. Salesin
Proceedings of the 25th annual conference on Computer graphics and interactive techniques July 1998

16 Device-directed rendering 80%


 Andrew S. Glassner , Kenneth P. Fishkin , David H. Marimont , Maureen C. Stone

ACM Transactions on Graphics (TOG) January 1995

Volume 14 Issue 1


Rendering systems can produce images that include the entire range of visible colors. Imaging hardware, however, can reproduce only a subset of these colors: the device gamut. An image can only be correctly displayed if all of its colors lie inside of the gamut of the target device. Current solutions to this problem are either to correct the scene colors by hand, or to apply gamut mapping techniques to the final image. We propose a methodology called device-directed rendering


17 ENO: synthesizing structured sound spaces 80%


 Michel Beaudouin-Lafon , William W. Gaver
Proceedings of the 7th annual ACM symposium on User interface software and technology November 1994

ENO is an audio server designed to make it easy for applications in the Unix environment to incorporate non-speech audio cues. At the physical level, ENO manages a shared resource, namely the audio hardware. At the logical level, it manages a sound space that is shared by various client applications. Instead of dealing with sound in terms of its physical description (i.e., sampled sounds), ENO allows sounds to be presented and controlled in terms of higher-level descriptions of sources, int ...

18 Integrating video into an application framework 80%

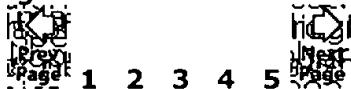
 Peter Schnorf
Proceedings of the first ACM international conference on Multimedia September 1993

19 The use of video capture boards in academia, specifically in 80%
 desktop presentation and desktop publication
Marsha M. Huber
Proceedings of the 19th annual ACM SIGUCCS conference on User
services September 1991

20 Laboratory for emulation and study of integrated and coordinated 80%
 media communication
L. F. Ludwig , D. F. Dunn
ACM SIGCOMM Computer Communication Review , Proceedings of the
ACM workshop on Frontiers in computer communications technology
August 1987
Volume 17 Issue 5

In future telecommunications networks, understanding the issues of
user-network control, Customer Premise Equipment (CPE)
technologies, services and user applications is as important as the
classical network problems of channel structure, switching, and
transmission. This paper discusses a Bell Communications Research
facility, the Integrated Media Architecture Laboratory (IMAL),
designed to flexibly emulate a wide range of current and future
network and CPE environments with a focus on mul ...

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